EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	418	717/128.CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/10/27 12:27
L2	388	1 AND (@pd<"20031123" OR @ad<"20031123" OR @prad<"20031123" OR @rlad<"20031123")	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/10/27 12:27
L3	383	717/130.CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/10/27 12:27
L4	358	3 AND (@pd<"20031123" OR @ad<"20031123" OR @prad<"20031123" OR @rlad<"20031123")	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/10/27 12:28
L5	97	4 AND (trac$3 WITH (memory buffer cache storage))	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/10/27 12:29
L6	61	5 NOT 2	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/10/27 12:31
L7	36	5 NOT 6	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/10/27 12:32
S7	5507	software SAME ((trac$3 OR prob$3) WITH (code OR error OR breakpoint OR (break ADJ point)))	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/10/27 10:29
S8	5068	S7 AND (@pd<"20031123" OR @ad<"20031123" OR @prad<"20031123" OR @rlad<"20031123")	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/10/27 10:30

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	Hits	Search Query	DBs			
S9	379	S8 AND ((temporary OR speculative OR transition$3) NEAR3 (buffer OR memory OR storage))	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/06/14 11:11
S10	207	S9 AND ((program OR function OR execution) WITH (status OR state))	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/06/14 08:05
S15	11256	"717".CLAS.	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/06/14 11:13
S16	9923	S15 AND (@pd<"20031123" OR @ad<"20031123" OR @prad<"20031123" OR @rlad<"20031123")	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/06/14 11:13
S17	2369	S16 AND ((trac$3 OR prob$3) SAME (memory OR buffer OR storage))	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/06/14 11:15
S19	47	S16 AND ((trac$3 OR prob$3) SAME ((temporary OR speculative OR transition$3) NEAR3 (memory OR buffer OR storage)))	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/06/15 08:44
S20	9	bryan NEAR cantrill.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR.	ON	2006/06/15 08:42
S21	22882	ibm.as.	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/06/15 08:43
S22	1139	S21 and ((trac$3 OR prob$3) SAME (memory OR storage OR buffer))	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/06/15 08:46
S24	130	S21 and ((software OR program) SAME (trac$3 OR prob$3) SAME (memory OR storage OR buffer))	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2006/06/15 08:46

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21 MPI tuning with Intel/spl copy/ Trace Analyzer and Intel/spl copy/ Trace Collector ■

R. Asbury, M. Wrinn

September 2004 **Proceedings of the 2004 IEEE International Conference on Cluster Computing CLUSTER '04**

Publisher: IEEE Computer Society

Full text available: 🗐 Publisher Site   Additional Information: full citation, abstract

Intel/spl copy/ Cluster Tools assist developers of distributed parallel software to analyze and optimize applications on clusters. This tutorial uses a combination of lecture, demo, and (primarily) lab exercises with these tools to introduce event-based tracing techniques for MPI applications. The tools used in this tutorial were formerly marketed as Vampir and Vampirtrace.

22 Improving trace cache effectiveness with branch promotion and trace packing ■

Sanjay Jeram Patel, Marius Evers, Yale N. Patt

April 1998 **ACM SIGARCH Computer Architecture News , Proceedings of the 25th annual international symposium on Computer architecture ISCA '98**, Volume 26 Issue 3

Publisher: IEEE Computer Society, ACM Press

Full text available: 🗎 pdf(1.11 MB) 🗐   Additional Information: full citation, abstract, references, citings, index terms
Publisher Site

The increasing widths of superscalar processors are placing greater demands upon the fetch mechanism. The trace cache meets these demands by placing logically contiguous instructions in physically contiguous storage. As a result, the trace cache delivers instructions at a high rate by supplying multiple fetch blocks each cycle.In this paper, we examine two techniques to improve the number of instructions delivered each cycle by the trace cache. The first technique, branch promotion, dynamically ...

23 Ray tracing: Energy redistribution path tracing ■

David Cline, Justin Talbot, Parris Egbert

July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3

Publisher: ACM Press

Full text available: 🗎 pdf(714.23 KB) Additional Information: full citation, abstract, references, index terms

We present Energy Redistribution (ER) sampling as an unbiased method to solve correlated integral problems. ER sampling is a hybrid algorithm that uses Metropolis sampling-like mutation strategies in a standard Monte Carlo integration setting, rather

than resorting to an intermediate probability distribution step. In the context of global illumination, we present Energy Redistribution Path Tracing (ERPT). Beginning with an inital set of light samples taken from a path tracer, ERPT uses path muta ...

Keywords: Monte Carlo integration, correlated integrals, energy redistribution, global illumination, metropolis light transport, path tracing

24 Ray tracing: Soft shadow volumes for ray tracing

Samuli Laine, Timo Aila, Ulf Assarsson, Jaakko Lehtinen, Tomas Akenine-Möller
July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3
Publisher: ACM Press
Full text available: pdf(1.30 MB)   Additional Information: full citation, abstract, references, index terms

We present a new, fast algorithm for rendering physically-based soft shadows in ray tracing-based renderers. Our method replaces the hundreds of shadow rays commonly used in stochastic ray tracers with a single shadow ray and a local reconstruction of the visibility function. Compared to tracing the shadow rays. our algorithm produces exactly the same image while executing one to two orders of magnitude faster in the test scenes used. Our first contribution is a two-stage method for quickly dete ...

Keywords: shadow algorithms, visibility determination

25 An Address Trace Generator for Trace-Driven Simulation of Shared

Frank Lacy
January 1988 Technical Report
Publisher: University of California at Berkeley
Additional Information: full citation, abstract, citings

This paper presents an extension to the standard trace-driven procedure that allows for the examination of parallel programs on parallel architectures. To demonstrate the procedure, an example simulation is performed to investigate the changes resulting from modifying the architecture of the Sequent multiprocessor. The trace-driven simulation process is shown to be a very lengthy task, and other methods of predicting performance are explored.

26 Trace Size vs. Parallelism in Trace-and-Replay Debugging of Shared-Memory Programs

Robert H.B. Netzer
June 1993 Technical Report
Publisher: Brown University
Additional Information: full citation, abstract, citings

Execution replay is a debugging strategy in which a program is run over and over on an input that manifests bugs. For explicitly parallel shared-memory programs, execution replay requires support of special tools --- because these programs can be nondeterministic, their executions can differ from run to run on the same input. For such programs, executions must be traced before they can be replayed for debugging. We present improvements over our past work on an adaptive tracing strategy that reco ...

27 A Trace-Scaling Agent for Parallel Application Tracing

Felix Freitag, Jordi Caubet, Jesus Labarta
November 2002 **Proceedings of the 14th IEEE International Conference on Tools with Artificial Intelligence (ICTAI'02)**
Publisher: IEEE Computer Society

Full text available: Publisher Site   Additional Information: full citation, abstract

Tracing and performance analysis tools are an important component in the development of high performance applications. Tracing parallel programs with current tracing tools, however,easily leads to large trace files with hundreds of Megabytes. The storage, visualization, and analysis of such trace files is often difficult.We propose a trace-scaling agent for tracing parallel applications, which learns the application behavior in runtime and achieves a small, easy to handle trade. The agent dynami ...

28 The Inaccuracy of Trace-Driven Simulation Using Incomplete Multiprogramming Trace Data

J. Kelly Flanagan, Brent E. Nelson, James K. Archibald, Greg Thompson
February 1996 **Proceedings of the 4th International Workshop on Modeling, Analysis, and Simulation of Computer and Telecommunications Systems**
Publisher: IEEE Computer Society

Full text available: Publisher Site   Additional Information: full citation, abstract, citings

Trace-driven simulation is commonly used to predict the performance of computer systems. However, existing tracing techniques produce traces inadequate for some studies: they do not usually record operating system references, and they produce relatively short traces. This paper explores the impact of these trace distortions on the performance estimates of uniprocessor memory hierarchies using multiprogramming workloads. We used a hardware monitor to capture traces under a variety of workloads an ...

29 On the prefixes of a random trace and the membership problem for context-free trace languages

A. Bertoni, M. Goldwurm
June 1987 **Proceedings of the 5th international conference, AAECC-5 on Applied Algebra, Algebraic Algorithms and Error-Correcting Codes**
Publisher: Springer-Verlag New York, Inc.
Additional Information: full citation, index terms

30 Trace View: A Trace Visualization Tool

Allen D. Malony, David H. Hammerslag, David Jablonowski
September 1991 **Proceedings of the First International ACPC Conference on Parallel Computation**
Publisher: Springer-Verlag
Additional Information: full citation

31 Code Cloning Tracing: A ``Pay per Trace" Approach

Thierry Lafage, André Seznec, Erven Rohou, François Bodin
August 1999 **Proceedings of the 5th International Euro-Par Conference on Parallel Processing**
Publisher: Springer-Verlag
Additional Information: full citation, citings

32 Incomplete Trace Data and Trace Driven Simulation

J. Kelly Flanagan, Brent E. Nelson, James K. Archibald, Knut Grimsrud
January 1993 **Proceedings of the International Workshop on Modeling, Analysis, and**

Simulation On Computer and Telecommunication Systems
Publisher: Society for Computer Simulation
Additional Information: <u>full citation</u>, <u>citings</u>

33 <u>On the Prefixes of a Random Trace and the Membership Problem for Context-Free</u>
<u>Trace Languages</u>
Alberto Bertoni, Massimiliano Goldwurm
June 1987 **Proceedings of the 5th International Conference on Applied Algebra,**
Algebraic Algorithms and Error-Correcting Codes
Publisher: Springer-Verlag
Additional Information: <u>full citation</u>

34 <u>Trace Size vs. Parallelism in Trace-and-Replay Debugging of Shared-Memory</u>
<u>Programs</u>
Robert H. B. Netzer
August 1993 **Proceedings of the 6th International Workshop on Languages and**
Compilers for Parallel Computing
Publisher: Springer-Verlag
Additional Information: <u>full citation</u>

35 <u>Accuracy of Memory Reference Traces of Parallel Computations in Trace-Drive</u>
<u>Simulation</u>
M. A. Holliday, C. S. Ellis
January 1992 **IEEE Transactions on Parallel and Distributed Systems,** Volume 3 Issue 1
Publisher: IEEE Press
Full text available: <u>Publisher Site</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>

For given input the global trace generated by a parallel program in a shared memory
multiprocessing environment may change as the memory architecture, and management
policies change. A method is proposed for ensuring that a correct global trace is
generated in the new environment. This method involves a new characterization of a
parallel program that identifies its address change points and address affecting points. An
extension of traditional process traces, called the intrinsic trace of each p ...

Keywords: Index Termsload sequences, address affecting points, address change points,
address flow graph, global trace, graph-traceable, intrinsic trace, memory architecture,
memory management, memory reference traces, parallel computations, parallel program,
parallel programming, partial program reexecution, path expressions, process traces,
shared memory multiprocessingenvironment, storage management, store sequences,
trace-drive simulation

36 <u>Comments on "Synthetic Traces for Trace-Driven Simulation of Cache Memories"</u>
S. M. Mahmud
January 1994 **IEEE Transactions on Computers,** Volume 43 Issue 1
Publisher: IEEE Computer Society
Full text available: <u>Publisher Site</u>   . Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

A number of errors have been discovered in the paper "Synthetic traces for trace-driven
simulation of cache memories" by D. Thjebaut, J.L. Wolf and H.S. Stone. The authors of

that paper have corrected some of these errors and presented them in a corrigendum. The remaining errors are corrected and presented in this correspondence.

Keywords: LRU stack model, buffer storage, cache memories, performance analysis, performance evaluation, program diagnostics, program locality., synthetic traces, trace-driven simulation, virtual machines

37 Corrigendum to "Synthetic Traces for Trace-Driven Simulation of Cache Memories"
D. Thiebaut, J. Wolf, H. Stone
May 1993 **IEEE Transactions on Computers**, Volume 42 Issue 5
Publisher: IEEE Computer Society
Full text available: Publisher Site   Additional Information: full citation, abstract, references

Three errors appearing in the above-tilted paper by D. Thiebaut, J. Wolf, and H. Stone are corrected. They were introduced during the revision process and do not affect the results.

Keywords: buffer storage, cache memories, synthetic traces, system monitoring, trace-driven simulation, virtual storage.

38 Trace Factory: Generating Workloads for Trace-Driven Simulation of Shared-Bus Multiprocessors
Roberto Giorgi, Cosimo Antonio Prete, Gianpaolo Prina, Luigi Ricciardi
October 1997 **IEEE Parallel & Distributed Technology: Systems & Technology**, Volume 5 Issue 4
Publisher: IEEE Computer Society Press
Full text available: Publisher Site   Additional Information: full citation, abstract, references, citings

A major concern with high-performance general-purpose work-stations is to speed up the execution of commands, uniprocess applications, and multiprocess applications with coarse- to medium-grain parallelism. To that end, a simple extension of a uniprocessor machine such as a shared-bus, shared-memory architecture can be employed. Both kinds of machines generally use the same OS model, and the same application can execute on these machines without recoding. However, an intrinsic limitation of the ...

39 Using Personal Traces in Context Space: Towards Context Trace Technology
Odd-Wiking Rahlff, Rolf Kenneth Rolfsen, Jo Herstad
January 2001 **Personal and Ubiquitous Computing**, Volume 5 Issue 1
Publisher: Springer-Verlag
Full text available: pdf(105.65 KB)   Additional Information: full citation, abstract, index terms

Wearables are often described with a focus on providing the user with wearable information access and communication means. The *contextual information retrieval aspect* is, however, an essential feature of such systems, as in, for example, the Remembrance Agent [1] where manually entered search-terms are used for presenting relevant situational information, or as in different location-based systems [2] In this position paper we outline a general framework of contextually aware wearable syst ...

40 TRACE. FOR: a program for the calculation of combined major and trace-element liquid lines of descent for natural magmatic systems
Roger L. Nielsen
January 1988 **Computers & Geosciences**, Volume 14 Issue 1
Publisher: Pergamon Press, Inc.
Additional Information: full citation, citings, index terms

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